Wheel & spin

List

$\rightarrow$ $[\$, \$, \$\$, "BR", \$\$\$\$, BR ...]$

spin = wheel $[$ random number $\leq$ length (list) $]$

Word list.csv

import $\rightarrow$

word = $[$ word 1 ... $]$
cat = $[$ cat 1 ... $]$

To start, select random word, and its hint.

word $[x]$ and cat $[x]$

Where "x" = random num in range.

Handling Turns with while loop

gameOver = False
Turns Played = 0
While gameOver is False.

Player 1 action ⎤ Functions
Player 2 action ⎦

player 3 action]

if Tuns played = 2 :
     game Over = True
Tuns Played + = 1

Handling Money with a list (easy to access
different players with index, instead of new variable).
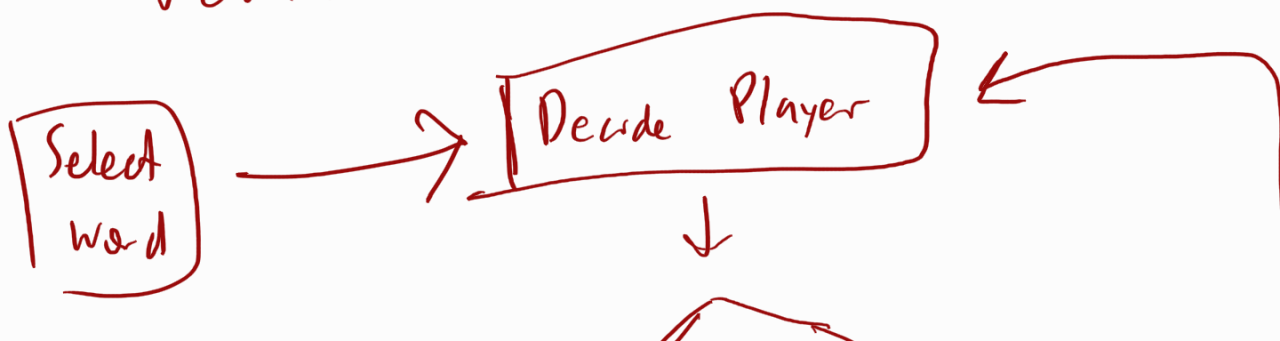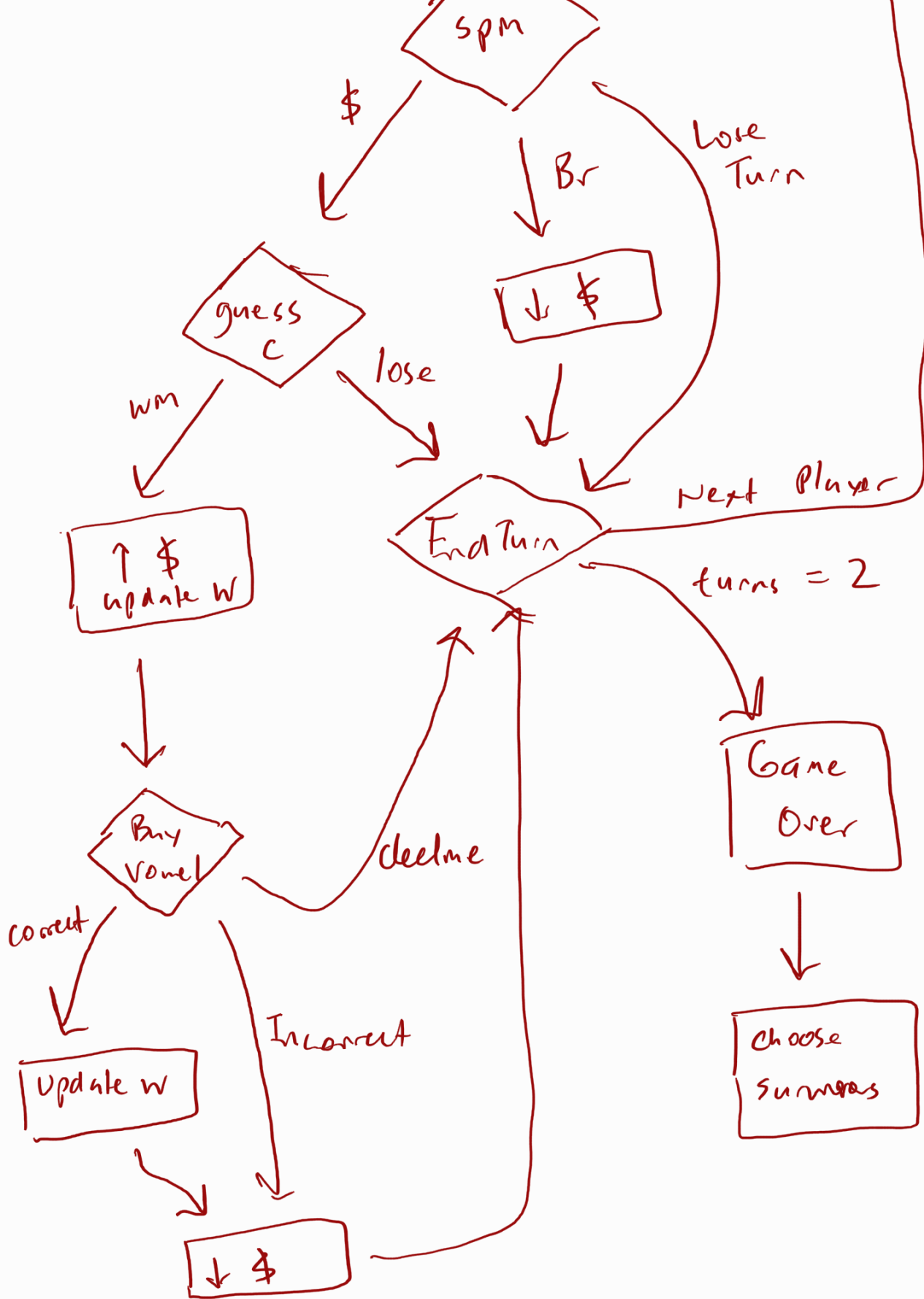
$$Bank = [P1, P2, P3]$$

Player 1's turn → bank Index = 0

Update Money

└→ Wm ⇒   Old Balance = Bank [bank Index]
           New Balance = Old Balance + Earnings
           Bank [bank Index] = New Balance.

     └→ BR → Bank [bank Index] = 0

Round 1 and 2

Select
Word   ──────→ [Decide Player] ←────

                      ↓

spin

$

Br

Lose
Turn

↓ $

guess
C

wm

lose

↑ $
update W

End Turn

Next Player

turns = 2

Buy
Vowel

deelme

Game
Over

correct

Update w

Incorrect

↓ $

choose
Summers

Round 3

Select Word

reveal letters

↓

guess letters

↓

guess word

Correct

Incorrect

No time

↑ $

End
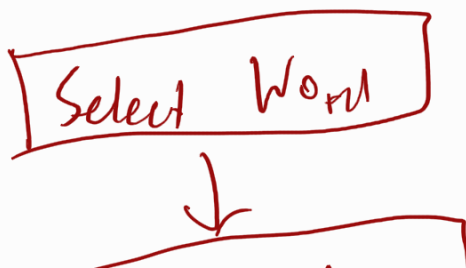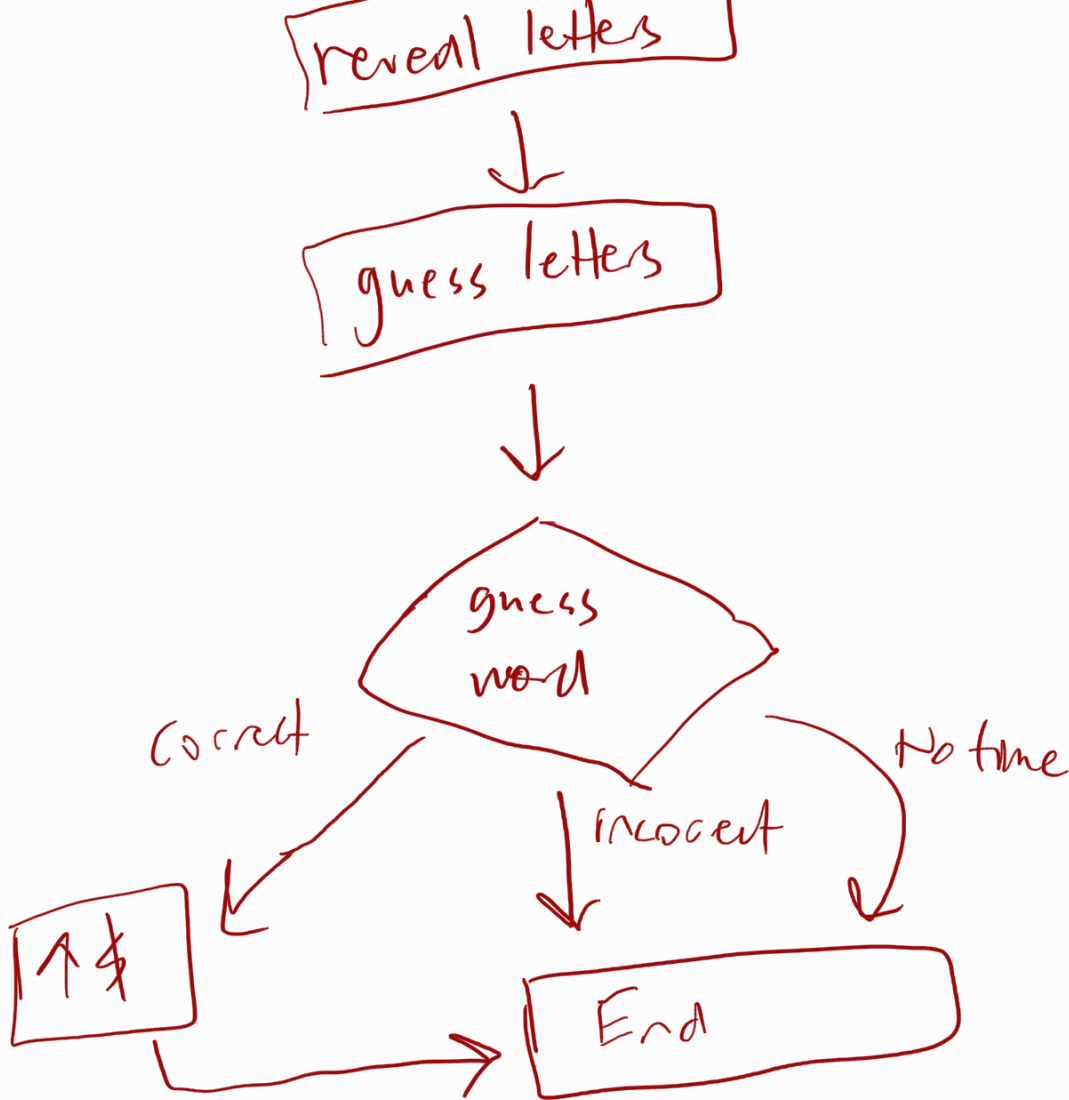
Running Game   turns = [0, 0, 0]

↓

Init : Player Names

while gameOver is not True   [1, 0, 0]
    For count, players in enum(turns)
        Pont (f'Player #{count+1} turn)   ↓
        input to spin
        If x: [1, 1, 0]
            spin wheel
                                          ↓
            if $ [1, 1, 1]
                get guess,   ↓

adjust $

players += 1

if turns[length(turns) - 1] = 2

        gameOver = True

[2, 1, 1]

↓

[2, 2, 1]

↓

[2, 2, 2]

↓

End